

# Navy Aircraft SQUADRON INSIGNIA

American Card Catalog No.: ..... R112-7  
 Title:..... Navy Aircraft SQUADRON INSIGNIA  
 Manufacturer:..... E. E. Fairchild Corporation  
 Card Dimensions: ..... 2-1/4" x 3-1/2"  
 Number of Cards: ..... 36 (35 game, 1 Instructions)  
 Numbering: ..... unnumbered  
 Country of Origin:..... United States of America  
 Circa:..... undated World War II



Typical Card Front



Typical Card Back

## CHECKLIST

No. Cards	Card Title
<input type="checkbox"/> <input type="checkbox"/>	BOMBING SQUADRON No. 2
<input type="checkbox"/> <input type="checkbox"/>	BOMBING SQUADRON No. 3
<input type="checkbox"/> <input type="checkbox"/>	BOMBING SQUADRON No. 5
<input type="checkbox"/> <input type="checkbox"/>	FIGHTING SQUADRON No. 2
<input type="checkbox"/> <input type="checkbox"/>	FIGHTING SQUADRON No. 3
<input type="checkbox"/> <input type="checkbox"/>	FIGHTING SQUADRON No. 5
<input type="checkbox"/> <input type="checkbox"/>	FIGHTING SQUADRON No. 41
<input type="checkbox"/> <input type="checkbox"/>	FIGHTING SQUADRON No. 71
<input type="checkbox"/> <input type="checkbox"/>	FIGHTING SQUADRON VF-72
<input type="checkbox"/> <input type="checkbox"/>	SCOUTING SQUADRON No. 2
<input type="checkbox"/> <input type="checkbox"/>	SCOUTING SQUADRON No. 5
<input type="checkbox"/> <input type="checkbox"/>	SCOUTING SQUADRON No. 6
<input type="checkbox"/> <input type="checkbox"/>	SCOUTING SQUADRON No. 41
<input type="checkbox"/> <input type="checkbox"/>	SCOUTING SQUADRON No. 42
<input type="checkbox"/> <input type="checkbox"/>	TORPEDO SQUADRON No. 2
<input type="checkbox"/> <input type="checkbox"/>	TORPEDO SQUADRON No. 3
<input type="checkbox"/> <input type="checkbox"/>	TORPEDO SQUADRON No. 5
<input type="checkbox"/>	ENEMY
<input type="checkbox"/>	How to Play SQUADRON INSIGNIA
<input type="checkbox"/>	SQUADRON INSIGNIA Game Box

**How to Play**  
**SQUADRON INSIGNIA**  
**3 to 6 Players**

In this game there are 17 pairs of cards and one odd card, the ENEMY. The two cards of a pair have the same insignia and numbers.

Shuffle the cards and deal one at a time, until they are all distributed.

Then each player picks up his cards, matches as many pairs as possible and lays them face up in front of him on the table.

The dealer plays first by drawing one card from his right hand neighbor, and if possible, matches another pair. Then the player from whose hand the card has been drawn, in turn draws a card from the player on his right, also trying to match another pair. Thus the play continues until all pairs have been matched.

The player left with the black airplane card in his hand is the ENEMY.

Add up your score from table below. Player holding ENEMY card deducts 50 planes from his total. Player with greatest number of enemy planes wins.

1 pair Bombing Squadron = 65 Enemy Planes  
 1 pair Torpedo Squadron = 50 Enemy Planes  
 1 pair Scouting Squadron = 25 Enemy Planes  
 1 pair Fighting Squadron = 10 Enemy Planes

**E. E. FAIRCHILD CORPORATION**  
 ROCHESTER, N. Y., U. S. A.

"How to Play" Card



Game Box